



A new Crysis 2 multiplayer demo for the Xbox 360 and PC is coming March 1. The PlayStation 3 demo is coming soon. Crysis 2's dynamic multiplayer is built around the franchise's signature Nanosuit, an advanced exoskeleton giving every player super powers that will allow them to be strong, be invisible and be fast on the battlefield.

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Last month over 1.7 million players downloaded an early multiplayer demo on Xbox 360. Since then, Crytek has taken player feedback to help improve the experience even more.

All versions of the new demo will include two maps, "Skyline" and "Pier 17", as well as two modes "Team Instant Action" and "Crash Site". Crysis 2 multiplayer will include six intense, action-fueled gameplay modes: Instant Action, Team Instant Action, Crash Site, Capture the Relay, Extraction and Assault, set across 12 maps in Crytek's visually stunning recreation of the Big Apple. Players will advance through a deep progression system of 50 levels, earning a variety of upgrades along the way for weaponry and the Nanosuit itself, rewarding long-term players with tactical advantages that increase their speed, strength and stealth abilities even more.

Crysis 2 arrives on the Xbox 360 computer and videogame system, PlayStation 3 computer entertainment system and PC on March 22 in North American and March 25 in Europe.

Original Article Can be found [here](#)

Crysis 2 - Multiplayer Demo Video Trailer

Crysis 2 - Multiplayer Progression Part 2

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